

VARIABLE MESSAGE

(8K)

FOR APPLE II

**Personal
Computer
Programs**

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APPLICATION

This program is designed for use with the Apple II Computer. The program title indicates the user memory size (RAM) required to store and run the program.

FURTHER DOCUMENTATION

Lists and notes of all programs plus a complete print out are available from Magnamedia. Use the enclosed order blank to obtain these lists.

AVAILABLE FOR OTHER POPULAR COMPUTERS ALSO

GUARANTEE

This program is guaranteed to function when used in the computer specified with sufficient memory. If the tape or program is found defective when new, Magnamedia will replace it. Send the tape and \$1.00 handling charge to Magnamedia.

PURPOSE

VARIABLE MESSAGE is designed to display any message in colorful graphic form.

OPERATION

1. Type RUN and press "Return".
2. Choose the background you want.
 - 1 - One Color
 - 2 - Alternating
 - 3 - Rotating
 - 4 - Dynamic

If you type 1, the entire message will use the same color background. If you type 2, two colors will alternate (like Red and Green for a Christmas message). If you type 3, the background will automatically change from one color to the next through the entire spectrum. If you type 4, you will be using one basic color background, but it will be speckled with random dots of color. Type one of the numbers (1 to 4) and press "Return".
3. A color chart appears on the screen. Select the starting background color by typing one of the numbers and pressing "Return".

If you are using alternating background the computer asks you to indicate the second color. Type the number and press "Return".
4. The computer asks what color letters you want to use. Type the number and press "Return".
5. You are asked to type the number of seconds you want between message segments (approx.). Two or three sec-

onds is usually enough, but pick the time interval which best suits your purpose (you can use 0 if you want the message to change as quickly as possible). Type the number of seconds and press "Return".

6. Type your message.

A.) The screen gives instructions. The entire message length is 255 spaces including blanks and punctuation. No more than 120 spaces can be entered at once. If your message is approaching 120 spaces, leave a blank at the end of your last word or symbol, and press "Return". You may then continue your message. The computer tells you how many spaces you have left. You may terminate the message anywhere by typing a blank space then a dash.

Example:

A SHORT MESSAGE / (Then press "Return".)

B.) To compose your message, you may use all letters and numbers, plus these punctuations:

! * - : . ?

C.) Certain symbols are used to control the way your message is given on the screen.

+ will allow two words to be printed on the same line. (Spaces between words cause them to be printed on separate lines.)

= is used to end a message segment. Words typed before this symbol (or between two of these symbols) will be printed on the screen at the same time. No more than four lines can be printed.

is used in place of = when you desire an extra pause before the next part of the message is given.

@ is used in place of = when you want the computer to hold what is on the screen until you press "Return".

/ is used in place of = to indicate that the message is finished and should start over again at the beginning.

Example:

THIS+IS = A TEST = OF THIS PROGRAM = DO+
THIS FOR EXTRA TIME # AND THIS TO STOP @
BUT DO THIS TO END /

E.) Maximum length of a word is 8 or 9 spaces (depending on the word). If the program stops, it may be because of a long word. Type RUN and press "Return" to start over.

F.) When you have finished your message (by typing /), press "Return". The message will then be printed out. You tell the computer whether it is correct or not. If you type NO, the computer will let you enter the message again. If you type YES, the message will start. Type YES or NO and press "Return".

7. To stop the program, press the "Control" key and the "C" key at the same time.

SPECIAL USES

To Use A Permanent Message -

1. Type DEL 70,280 and press "Return". (This removes lines 70 through 280 from the program.)
2. Type your message at line 200. Look at the example below. You must first type the number and the symbols Z\$= (which means Z String equals). The message will be entered the same as described below, but the message must be enclosed in quotation marks. The symbols all have the same function as described above. If the message is longer than 115 spaces, follow the second example below to continue your message.

Example:

```
200 Z$="THIS+IS = A TEST = OF THIS PROGRAM =  
DO+THIS FOR EXTRA TIME # AND THIS TO  
STOP @ BY ENTERING THE MESSAGE = THIS  
WAY = "  
201 Z$(LEN(Z$)+1) = "YOU WILL NOT NEED = TO  
TYPE IT = EACH TIME /"
```

NOTE: The revised program may be saved for the convenience of the purchaser, but not for the use of others.

To Use A Long Permanent Message -

Use the enclosed form to order the complete source list and notes which explain how you may enter any length message.

PROBLEMS?

You shouldn't have any, but in case you do check out the following for solving your problem:

1. Can't Load The Program
 - Check computer by trying another program.
 - Be sure computer has large enough memory for the program
 - Turn computer off, set tape up at beginning of tone and start over.
2. Program Stops
 - Use "Err Message" section of computer manual to determine the cause.
 - Reload program.
3. Accidentally hit "Reset" key.
 - Return to Basic by pressing "Control" and "C" key at the same time.
4. Can't Clear Screen To Restart Program
 - Enter these commands, and press "Return" after each one:
 - TEXT "Return" key
 - POKE 34,0 "Return" key
 - POKE 35,24 "Return" key
 - POKE 32,0 "Return" key
 - POKE 33,40 "Return" key
 - Type RUN "Return" key

Now your program should have started. If it doesn't we both have problems.

AUDIO INSTRUCTIONS

Verbal instructions are on side one of the tape. You may find it helpful to listen to this before starting the program. You know - If all else fails

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